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Scene 1

Alaunus, Outside the City

Lyre's attempts at bringing down the shield outside the city continue to fail

Lyre: (Sighs) Grand Master. We need to talk (she slams her staff on the ground, then lifts it into the air, the reality gem glows and a hologram of the Grand Master appears in front of her)

Grand Master: Have you succeeded?

Lyre: I have. (She shows Raven's staff)

Grand Master: And Eryl?

Lyre: Dead (she shows her staff, highlighting the space gem) but there is a shield surrounding the city on their Alaunus, I cannot shut it off.

Grand Master: Disarming your shield is not your objective. Once our forces are in place, you'll have the help you need, but for now you need to begin the ritual.

Lyre: Yes, Grand Master (the hologram disappears)

Inside the City

Haggar: (Looking at the Grand Master through the eye) that face looks familiar, but the story here is not over, there is more to be discovered in their past (the camera heads into her eye)

Scene 2

Gotham City, Earth-3, 20 years ago

A clown is being chased by a shadowy creature, the clown appears to be holding some equipment. The creature lands in front of him

Owlman: The jig is up, Jester, you have no-where to go

Jester: I wouldn't say nowhere (he fires a punch gun which knocks Owlman back) no, no, old hat (he throws two hats, which slice through Owlman's shoulders, he continues running but soon two shurikens pierce his shoulders, he falls to the ground) ha, touché (he continues to laugh as Owlman approaches him, priming his gun holding it against the Jester's head, but soon it disappears in a puff of blue smoke) ooo, didn't expect that (Owlman takes out a knife but soon that turns to blue smoke, soon he's surrounded in a Blue aura and is flung into a wall)

Owlman: Who dares (Cyrus appears, Owlman is about to attack but disappears in a puff of blue smoke, Cyrus approaches the Jester)

Jester: Ha, wouldn't want to meet you in a dark alley, oh wait (he continues to laugh as Cyrus raises his staff and the pair disappear. Across the city, Owlman recovers and opens the com-channel in his ear)

Owlman: Grand Master, I think I've found the guy you're looking for

Raven

THE VANQUISHED

Scene 3

Realm of the dead

The warriors open the journal again

“In the lake, 4 jewels you’ll find
But first you must destroy the mines
With 16 arrows, all must fall
Or you will leave with no jewels at all”

After some discussion Hamras, Lerdan, Leyad and Abbli step forward.



Target Mines

The area around them turns into the edge of a loch, the jewels are in a pouch on a pontoon guarded by 3 mines, they see the crossbow and discuss their aiming order.

Abbli steps up first, he tries to get his aim in with the crossbow, his first shot flies short of the mines, Leyad steps up next, aiming for the mine in the middle, her shot comes close but fails to hit its mark. Lerdan equally is out luck here as his arrow flies short of the mine

Hamras steps up, and moves the crossbow slightly, he concentrates on the mines and launches his arrow, to his surprise a mine is detonated. Abbli steps up, aiming for the mine on the left, he fires but the shot goes too far in that direction.

Leyad returns to the crossbow, hoping she'd succeed on her second shot, unfortunately her shot goes too far to the right. Lerdan steps up and tries to make a minor correction. He's close but ultimately the shot misses the mine

Hamras steps up for his second shot, hoping to repeat his success, he corrects slightly from Lerdan's shot position but ultimately overdoes it as it's back to being too far to the left. Abbli steps up, hoping to correct this and soon he finds out his result, the shot hit the mine and detonates it.

With one mine remaining and 7 arrows, the mood is optimistic, Leyad steps up again, aiming for the mine on the right, her shot is too far to the left. Lerdan tries to correct but his shot ends up going too far to the right.

Hamras steps up, trying to correct but unfortunately his arrow goes back to being too far to the left. Abbli steps up, his shot misses but is very close. Leyad makes the most minor of corrections, her arrow flies and the last mine is detonated

They all take to the water and swim to the pontoon to collect their prize, once they reach it, the background disappears and they rejoin their fellow warriors.

Hamras: Landing my first shot successfully was extremely satisfying, given my performance on the catapult yesterday, but I need to prove to my team that I am more than just accuracy.

Lerdan: I was quite annoyed when the arrows kept going too far to either left or right, but I'm glad that my team managed to do it and we got all the jewels from the challenge.

The warriors open the journal again

"The jewels you seek of impressive power
To claim you must build a tower
Work together or face the cost
Should the tower topple, the jewels are lost"

After some discussion, Etoney, Hamras, Denal and Leyad step forward.



Tower Build

The background changes into a forest clearing, there is a platform, above which there is a pouch where the jewels are kept. Around the platform are the building blocks on the platform.

As one the more agile warriors, it's decided that Denal will stand on the tower. The others work quickly to get a foundation in place, after the first 2 blocks are put down, Denal steps up and they put down the next block, facing lengthways as the two beneath are sideways.

Denal steps up, as the team get the next block down, they change the directions of the block again and Denal steps up, the team work reasonably well together and the tower looks stable. Denal holds his balance on the tower, his eyes focused solely on the pouch containing the jewels.

The tower continues to grow, as now, Denal has to receive the blocks and place them himself, he continues to tactic of having each row of the tower face a different direction. But soon Denal is out of reach of their fellow warriors, they will have to build another tower in order to pass the blocks to him.

Etoney agrees to be the warrior on the second tower and pass any pieces up, they begin building a few rows of this tower, using the same tactic as the larger one, this allows Etoney to get high enough to pass Denal some of the pieces.

With this tactic continuing, Denal's tower continues to grow, even with their best efforts, it grows less and less stable. Denal is holding his nerve, the height does not faze him, but he knows he needs to be higher still to reach the jewel.

Etoney passes over blocks for another row for him, finally Denal has reached the height he needs, but the second tower needs to be cleared before he can make the jump. Etoney jumps from his tower and he, Hamras and Leyad begin to disassemble it. With the blocks cleared, Denal makes the jump and grabs the pouch of jewels. As he lands on the ground the background dissolves and they return to their fellow warriors.

Hamras: It's amazing to have succeeded in this challenge, at this point in the quest we desperately need as many jewels as we can to come back to life.

The warriors open the journal again

"It dawns upon a simple gaze
That the jewels you seek are in the maze
Move the pieces, move them fast
For the jewels in this realm will not last"

Lerdan, Etony and Kanem step forward for the challenge, Denal and Abbli consider themselves both suited to the challenge, a debate ensues that results in Abbli stepping forward.



Magnetic Maze

The 4 of them enter a forest clearing, where the magnetic maze stands before them.

After a short discussion it's decided that Kanem should guide the others from outside. Lerdan, Etony and Abbli slip under the maze, each grabbing hold of a magnet that will guide one of the jewels.

The sands begin to fall, Kanem gives instructions to each of them, Abbli's jewel moved more quickly into position than Lerdan or Etony, so Kanem decides to make it a priority to get his jewel out first so he can try and get the final jewel out

With Kanem's guidance, all of the jewels are making progress, Abbli's is the first to move forwards towards the centre of the maze, Kanem guides the others to do the same, whilst guiding Abbli to move his closer still.

Abbli's jewel is now in the final layer of the maze, with the end in sight as the others are closing in towards it. With Kanem's instructions, Abbli manages to get his jewel out of the maze, allowing him to move onto the final jewel.

As Abbli moves to the final jewel, Kanem guides the Lerdan and Etony to move their jewels closer to the centre. Abbli takes hold of the magnet to guide the final jewel. Abbli looks at the sand timer and realises that more than half the sands are gone.

Kanem continues her efforts, moving Lerdan and Etony towards the centre and beginning the path Abbli needs to take. Soon Etony has his jewel out and Lerdan soon follows, they come out as there's nothing they can do to help Abbli.

With the sands running short, Kanem manages to bring Abbli closer and closer to the centre of the maze. Kanem gets Abbli to the centre just as the final sands begin to fall, with all 4 jewels gathered the warriors are returned to their fellow warriors.

Kanem: I think my team's performance was really good and I am very happy we were able to get all 4 jewels here.

Lerdan: I think Kanem did really well in guiding all of us through the maze. When we got to the last jewel, I thought that we weren't going to get it, but with great speed from Abbli, we got all 4 jewels.

Scene 4

Hall of Justice, Slaughter Swamp, Earth-3, 20 years ago

Cyrus and The Jester appear, with the Jester still cackling

Jester: That was a riot. (He holds a gun at Cyrus) now if you wouldn't mind telling me who you are? (Cyrus says nothing, the Jester pulls the trigger but out only comes a stick, which drops a flag that says 'bang') whoops (he laughs)

Luthor: His name is Cyrus.

Jester: I thought he was dead (mumbling) not that that ever stopped him

Luthor: Not him! Cyrus was an ally to King Salazar on Alaunus.

Jester: Where?

Luthor: Never mind... Did you get it?

Jester: Oh (he grins) I got it, (he drops his spoils on the ground) their little reality gun won't work without it (Luthor destroys it with a laser)

Luthor: How did you find yourself in Gotham, Cyrus? (Cyrus says nothing, Luthor scans him) ah, magical damage prevents you from speaking. (The ground shakes as a giant gorilla approaches)

Jester: King Kong is in the house, ladies and gentlemen

Grodd: Shut it, clown!

Luthor: If you wouldn't mind (Grodd looks into Cyrus' eyes and begins to read his thoughts)

Scene 5

Syndicate Watchtower, Earth-3

Grand Master meets with Owlman

Owlman: He just waved his stick and sent me half way across the city. How is that possible?

Grand Master: Tell me, did the staff contain a blue gem?

Owlman: I caught only a brief glimpse of it.

Grand Master: It's him, The Justice League now have the space gem

Owlman: And they've likely destroyed the reality gun.

Grand Master: Any other problems?

Owlman: Nothing I can't handle

Grand Master: Good, don't worry about the reality gun, it was always a long shot.

Owlman: What's your play?

Grand Master: It's time to formally induct Lyre into the syndicate

Scene 6

Realm of the Dead

The warriors open the journal once again

“A path between you and the jewels
Is not one intended for fools
Answer your riddle and step with care
Or jewels will be lost from here”

Pale, Hamras, Abbli and Kanem step forward.



Riddle Rocks

They are transformed to a beach, where the rocks stand between them, and 4 pouches which contain jewels. The riddle appears before them

"I am small, but, when entire,
of force to set a town on fire;
Let but one letter disappear,
I then can hold a herd of deer;
Take one more off, and then you'll find
I once contained all human kind."

T	K	Y	E	R	G
S	A	G	R	T	E
A	W	M	R	K	I
R	L	N	O	A	U
B	T	P	G	L	M
S	I	P	F	R	F

For a while the riddle and the path set before them confuse the warriors, Pale comes up with Ignite, a word certainly on the path but he's unsure whether it satisfies the conditions of the riddle. The others all look confused.

After moments of discussion ultimately end up leading them nowhere, with no answer to be found, Pale decides to take a risk and step onto the letter I, he does so, but it turns out to be a poor move, Pale disappears to his fellow warriors, and one of the jewels disappears from the alter

The others are no more certain of the answer than they were before, but they know I is not the first letter. With time short they know they need to find an answer soon. Soon Abbli has a brainwave, he steps onto the letter S, and is fine, he jumps to the letter P, and remains safe.

Hamras follows from behind, as Abbli jumps to the letter A, he tells the others he's sure the answer is 'spark' he leaps forward to the letter R and when that is safe to him, he is more certain than ever that he's right. Kanem follows behind Hamras, following their route.

Abbli jumps to the letter K and remains safe, he steps off the path and grabs one of the jewels. Hamras continues behind him and soon makes it safely to the end. Abbli follows shortly behind and the warriors have 3 jewels in their possession when they return to their fellow warriors

Kanem: That riddle was the hardest one I had ever seen since I thought we had to use a letter from each row. Fortunately, Abbli was able to figure it out and I'm very thankful that he did that.

Pale: That riddle certainly was easier than how I made it that was for sure. I didn't realise that we could have skipped a row I thought the word had one correct letter on each row which really got me as a result. After finding out on what the answer was, I am kicking myself as it was so obvious and I have to say it was really my fault that I ended up rushing into an answer rather than thinking it through. 3 jewels however isn't too bad.

Hamras: Without Abbli we would have gotten dead zero jewels in this challenge, period. The riddle completely stumped me, because I have flat out no knowledge on deer.

A 6th jewel appears in the hands of the stranger as the warriors open the journal once again

“Beyond the threads, you'll find your prize
But the threads you'll learn to despise
For should one be touched and ring a bell
A jewel is lost, a warrior banished as well.”

Abbli, Lerdan, Pale and Denal step forward.



Thrall Trap

The background becomes a forest, with threads woven between the trees and spirit guards guarding the edge, the jewels lie at the end of the thrall glade.

Pale shows confidence as he enters the threads, he was in his element as he weaved between the threads, leaving them entirely undisturbed. Abbli, Lerdan and Denal enter also, and are a tad more cautious.

Pale continues to show his skill here, weaving between the threads without touching a single one, Abbli, whilst a tad more cautious is also having little issue with the threads, he ducks under a thread whilst stepping over another.

Lerdan and Denal are mapping out their best route to avoid any tricky situations with the threads, they both head in the same direction and step over a nearby thread. Pale maintains a lead and is already approaching the end of the glade.

Pale reaches the final set of threads between him and the end of a glade, one thread below and 2 from the sides, leaving a triangular hole for him to step through. Pale manages this and grabs the first jewel

Abbli moves with a careful balance of speed and caution, he makes it to the same threads that stood between Pale and his exit, he too steps through them and grabs a jewel. Lerdan and Denal follow they route they planned.

Soon Lerdan and Denal reach the same exit point Abbli and Pale had to step through. Denal tries first and makes it through to grab a third jewel, Lerdan follows shortly behind and grasps the fourth jewel, they return to their fellow warriors.

Pale: This was by far my favourite challenge on the quest, I knew right from the start that we were getting 3 jewels at least from this challenge so the fact we ended up with all of the jewels was fantastic. Like I said there was no way I would be failing on any challenge to do with navigating through the threads as I figured out the best route beforehand so I knew this challenge was right up my street. Which was just as well as I feel like I needed to contribute

something to the team, something I had not really did since the start of those trials.

Lerdan: I was quite surprised that we managed to get all of the jewels, as I thought that either me or the others were going to hit a thread.

Scene 7

Alaunus, Earth-3, 20 years ago

The Sun has risen on Alaunus, Lyre still sleeps

Grand Master: Hello Lyre (Lyre jolts awake)

Lyre: How did you get in?

Grand Master: Rather easily, you should consider upping your security.

Lyre: Cyrus has been taking out my warriors, calling himself Eryl now. My opposite, almost funny

Grand Master: Yes, he's making problems for me too, which is why I'm here. Eryl has seemingly made some friends, which means the space gem is now in enemy hands.

Lyre: And you need the reality gem.

Grand Master: If I wanted the reality gem, I would've simply taken it, but it's time you paid back the favour you owe me.

Lyre: What do you want?

Grand Master: I've been studying this planet since before we met, there are a lot of breaches, cracks in reality. I want you as an escort to what's on the side

Lyre: And leave my people? Are you mad?!

Grand Master: You have everything you wanted here, your people adore you and they're safe from demon attacks. Tell me, are you satisfied? Truly?

Lyre: I... I... no

Grand Master: You seek more, it's only natural. 5 years you've had to suppress that instinct and it's tearing you up inside. Take on this mission, I'll help protect your people and you can conquer new places.

Lyre: What's in this for you?

Grand Master: Like you, my ambition stretches beyond the horizon, my attempts to open breaches have been thwarted by the Justice League or just failed entirely, but I think the reality gem might be able to open small breaches long enough to get someone through.

Lyre: (Smiles) alright

Grand Master: Remember where we first met, there's a breach there. Remember where you come out, it's your only way back in again. For now, this is an observation mission, observe what you find and report back.

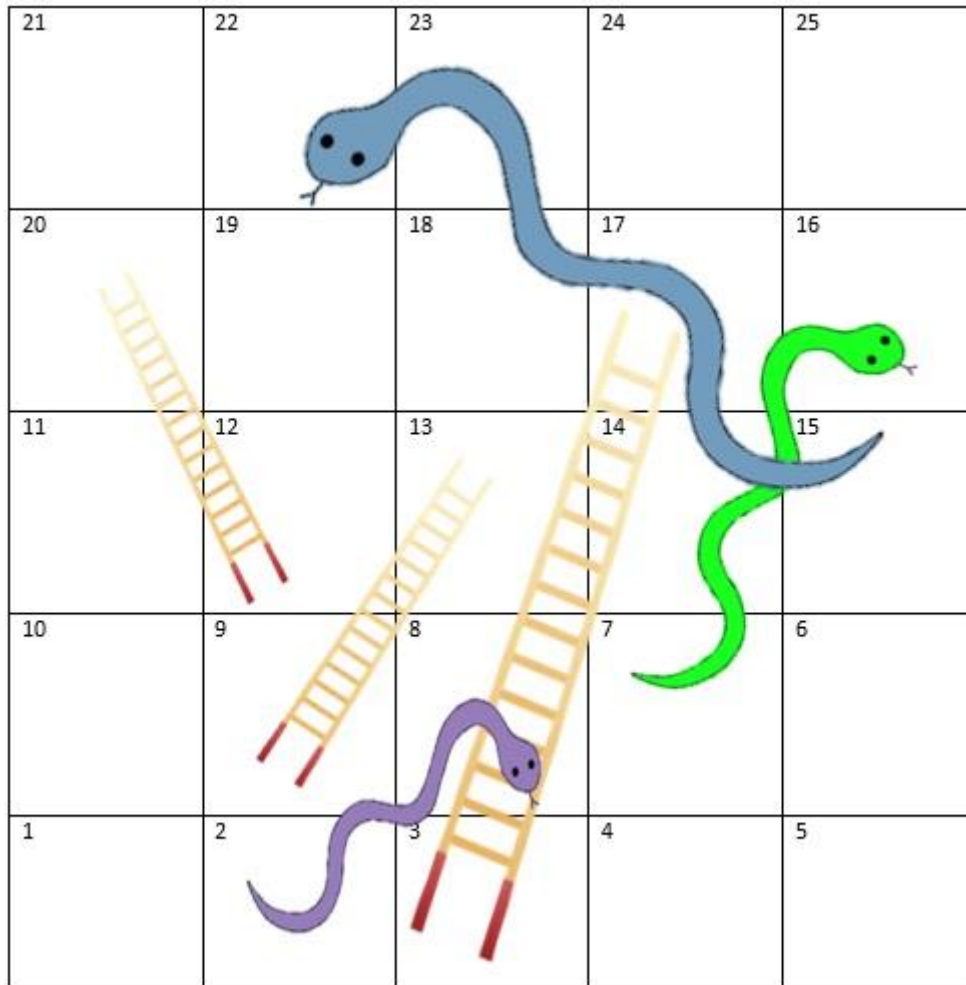
Lyre: (Nods) yes, Grand Master

Grand Master: One more thing (he puts out his hand) welcome to the Syndicate, Lyre (they shake hands)

Scene 8

Realm of the Dead

The warriors spot a yellow portal, they step through it and around them is a giant board of snakes and ladders. They open the journal



“With the jewels earned, lives may be bought
 But one more challenge must be fought
 Play the game that's known to all
 Follow the dice however they fall
 Beware the demon in your path
 As it will send you to the start
 Once, if this is what you choose
 Insist a comrade make your move”

Snakes and Ladders

The warriors deposit their jewels, in total they number 38, with 8 required to bring back a warrior, this is only enough for 4 of them. A pair of dice appear in the hands of each warrior, they are numbered 1-5, but a picture of a jewel is the 6th face, consulting the journal

“A pair of dice given to you all,

You must follow how they fall
A jewel face alone worth nought, be sure
That 2 will earn you a reward
As a jewel will be earned, and there's more yet
For the demon's progress will be reset"

The warriors discuss the order in which they will play and decide that they will act in reverse alphabetical order. Pale steps up and rolls the dice, a 2 shows up on each of them, the demon moves from its starting square 2 spaces as Pale moves 4, the demon had allowed him 2 free moves.

With a double scored, Pale rolls again, this time one die has a jewel, the other a 2, the demon moves 2 squares and Pale the same. Leyad rolls his dice, a jewel and 1, the demon moves one square, to square 20, and she does the same.

After another 10 throws had been made, Pale is on square 10, Leyad on 7, Lerdan and Denal on 4, Hamras and Kanem on 1, Abbli on 6 and Etony was at the start, the demon was on square 19. Leyad throws her die, earning 5 in total, the demon moves to square 14 and Leyad moves 5 spaces where a ladder takes her to square 20

Lerdan throws his dice, totalling 8, the demon moves to square 6, sending Abbli back to the start, Lerdan moves to square 12 and takes the ladder, joining Leyad on square 20. Kanem throws next, earning 5, the demon moves 5 spaces and returns to 25 after reaching the first square on the board, she moves to square 6

Hamras throws next, earning a 3, the demon moves to square 22 as he moves to square 4, Etony makes his throw, a double 1, the demon moves to square 20 and returns Abbli and Leyad to the start, Etony moves to square 2.

After another 8 throws, Pale is on square 10, Leyad and Abbli are on square 6, Etony is on square 7, Denal is on square 13, Lerdan is on square 4, Hamras and Kanem remain at the beginning, the demon is on square 5 Lerdan throws his die and 2 jewels show up, their total increases to 39, only one jewel away from bringing back a 5th warrior. The demon is returned to square 25, Lerdan rolls again, and rolls 9, the demon moves to square 16, whilst he moves to square 13.

Kanem rolls, scoring 6 in total, the demon moves to square 10, as Kanem moves to square 6, Hamras rolls next, scoring 7, the demon moves to square 3, as Hamras moves to square 7, joining Etony there

After another 10 throws, Pale and Leyad are on square 13, Lerdan is on square 15, Kanem and Hamras are at the beginning, Abbli is on square 20 with Denal and Etony is on square 5, the demon is on square 2. Etony throws his dice and 2 jewels show, another jewel is added to the warrior's total, guaranteeing another warrior can be brought back. The demon

is returned to square 25. He rolls the dice again, to his dismay 5 is displayed across the pair, the demon moves to square 20 and returns him and Abbli to the start.

Abbli throws his die and calls out 7, the demon moves to square 13, claiming Pale and Leyad, Abbli moves to square 7, Pale throws the dice next, once again 2 jewels are displayed, the demon returns to square 25 and another jewel is added to their collection. He rolls again, his total 5, the demon moves to square 20 and he moves to square 5.

13 moves later, Pale, Abbli, Etony and Leyad are on square 20, Hamras had just moved to square 13, Kanem is at the start, Denal is on square 4, and Lerdan on square 7, the demon is on square 25. Etony rolls 3, the demon moves to 22 as he moves to 23.

Denal rolls a 7, the demon moves to square 15 as he moves to square 11, Abbli rolls 6 and moves to the end of the board, his life restored, 8 jewels are removed from the total, leaving it at 33. Pale rolls 3 and moves to square 23

After 30 rolls, Denal is on square 21, Leyad is on square 11, Pale on 10 and Hamras on 7, Etony, Kanem and Lerdan are at the start. The demon is on square 17, Pale rolls a 3, and the demon moves to square 14, Pale sees an opportunity, he nominates Leyad to take his move and just as planned she walks straight into the demon's path and is sent to the start.

15 rolls later, Hamras is on square 20, Denal is on square 18, Pale is on square 17, Leyad in on square 13, Etony and Kanem are on square 7 as Lerdan waits at the start, the demon is on square 19, Leyad rolls a 3, the demon moves to square 16, Leyad walks to square 16 also but before a demon can claim her a snake sends her back to square 7.

Lerdan throws a 5, the demon moves to square 11, then Lerdan to square 5. Kanem throws a 4, the demon walks to square 7 and sends her and Leyad back to the start. Hamras makes his throw, he scores a 7, the demon walks to the end of the board and is sent back to square 25, Hamras moves and makes it to the end of the board, to life, the number of jewels that remain is now 25.

Etony moves to square 20 with his roll and a ladder but the demon waits for him and returns him to the start, Denal rolls a 4, the demon moves to square 16 as he moves to 22 where a snake brings him to square 15. Pale rolls, and to his delight manages 2 5s, the demon moves to square 6, as Pale walks the steps to life, the number of jewels drops that remain drops to 17.

After 7 further rolls, Leyad is on square 17 with Lerdan and Kanem, Etony is on square 20 and Denal is on square 7. The demon is on square 5. Lerdan rolls a total of 8, the demon moves and is transported to square 25, but Lerdan walks to 25 and is transported away, the number of jewels drops to 9

Kanem rolls next, a 5 and 4 are counted, the demon moves to square 16, as Kanem moves to the end of the board, and to life. Denal, Etony and Leyad remain as everything around them fades to nothing.

Lerdan: I feel absolutely ecstatic to get a second chance. I will try to use this wisely and carefully as I remember getting caught and eliminated, so hopefully I can sneak past the demons and avoid being detected

Kanem: I am very happy I got a second chance and I am going to keep focused on whatever tasks lie ahead.

Pale: To me it was not gaining a second chance it was getting back my destiny having had it stolen from me by Lyre so I was really determined to do well here. I targeted Leyad since she wasn't contributing on our discussions throughout the trials and yeah, I do feel bad but I knew it was the right decision given we really need to communicate if we are to fight against Lyre. Now that I am back I am more determined to see this quest through and get my revenge on Lyre for what happened earlier but with Valtho on board, I am optimistic for what lies ahead.

Scene 9

Hall of Justice, Slaughter Swamp, 8 days ago

Luthor talks to Eryl

Luthor: You realise this mission is of utmost importance, our spy in the Grand Master's ranks has given us whatever useful intel they've gathered. There is a hero there, Raven, his staff is the key to everything. You need to find him, move him far away from Alaunus and then make contact (Eryl nods) bust of luck, my friend. (Eryl is teleported away, the Jester is crying) tears?

Jester: I'll miss the guy, is all.

Luthor: Let's hope he succeeds, if Lyre has all she needs, the Grand Master could send in a fleet

Scene 10

Alaunus

Lyre prepares herself, she uses the space stone and Raven's staff to open a portal into deep space, she hears the Grand Master's voice in her head

<Grand Master>: A magic as powerful as the hero you speak of, and the power of the infinity gems, you could open a portal to bring in reinforcements (she thrusts her staff so blasts from both go through the portal, the blasts hit each other and cackle away before a breach is created, to start with nothing comes through it but soon a huge warship comes through, the Grand Master standing at the helm, both gems glow bright under the strain of holding it and soon the space gem is destroyed, Raven is knocked backwards as the portal closes, a storm gathers over the Island)

On the mainland, Raven and Valtho board a rowing boat, Raven rows the pair of them towards Alaunus in the storm

Raven: Hold tight, young warrior, the storm will be the least of dangers we'll face

Scene 11

Realm of the dead

Satyarani's head hovers over the board

Satyarani: The warriors have done well, returning 40 jewels back to the temple where they belong. Those that have earned a new chance at life will have much to do, and some will no doubt not survive. But now, there is no chance for them to be brought back (the figure in the shadows appears) you! (We see Nevar, holding the 6 jewels that he had collected and depositing them into the trial) the game will not work for you, you are a jewel short (Nevar rolls the dice and both come up as jewels, a further jewel is added to the tally. As he has no opponents, the snake demon gives him free passage to return to the realm of the living) and yet greater challenges must be fought

TO BE CONTINUED